

## Daniel Roy Dymond

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### **Personal Profile**

I have been in the QA profession for almost four years. I started at GlobalStep learning the basics while testing various games and apps. I got my lucky break when I was assigned to work on Oddworld: Soulstorm which I supported to release, and post-release. I tested on multiple console platforms, as well as performing smoke and regression tests to weed out bugs to raise.

To further my career in QA, I joined Crealogix where I wrote test scripts and tested new releases. I also got the opportunity to do automation testing, which allowed me to apply the C# and SQL skills I learned while studying Computer Games (Indie) at Southampton Solent University.

At Crealogix I was prepped to take the ISTQB Foundation Course in Software Testing however due to company cutbacks I left before taking the course. For an employer that requires this qualification, I will take the test.

After leaving Crealogix, I went on holiday to Japan, allowing me to apply the Japanese language skills I have been developing. I am continuing to have lessons to further improve with the hope of incorporating them into my work or hobbies in the future.

### **Relevant Experience – References Available on Request**

#### **Crealogix (Winchester) – Junior Quality Assurance Analyst (Jan 2022-Jul 2023)**

My responsibilities included:

- Whenever bugs were identified, I raised Jira tickets and conducted testing to ensure that the implemented fixes were accurate.
- By analysing the User Stories, I engaged in back-and-forth dialogue with my peers to ensure we were all on the same page. This helps the feature to be built to spec and with QA's development of a test charter.
- I created and maintained test scripts and test cases for new features, ensuring comprehensive coverage during all aspects of testing.
- I executed regression tests to minimise the chance of bugs appearing in critical areas.
- I utilised Selenium, C#, SQL, XML, and XPath to create and maintain automated test cases. I resolved problems and designed tests to respond to specific configurations.
- I used Postman to validate features that use API to confirm that the outputted data matches the expected results. I also did negative testing to check that the data couldn't be accessed through invalid data or permissions.
- I made use of SQL queries to access and modify test data and confirm the expected functionality in various data scenarios.
- I was also responsible for updating and maintaining documentation to ensure accuracy and alignment with current processes and procedures.

## **GlobalStep (Farnborough) – Software Quality Assurance Analyst (Oct 2019-Jan 2022)**

My responsibilities included:

- Using test plans to go through applications systematically to find bugs.
- Raising issues with accurate reproduction steps on JIRA for the client.
- Communicating with leads, testers, and clients on Teams/Slack.
- Contributed to the creation and maintenance of test plans.
- Covered for when the lead was off work, handling end-of-day reports.
- Performed multiple different types of testing; smoke, regression, exploratory, accessibility, performance, localisation, and platform testing.

### **Technical Skills**

- JIRA (Project Tracking)
- DevOps (Source Control)
- GitLab (Source Control)
- Source Tree (Source Control)
- SQL (Programming Language)
- C# (Programming Language)
- Postman (API)
- Swagger (API)
- Visual Studio (Programming Editor)
- Unity (Game Engine)
- GameMaker 2 (Game Engine)
- Microsoft Office (General Software)
  - o Word
  - o Excel
  - o PowerPoint
  - o Publisher
  - o Access

## **Education**

### **Southampton Solent University – Computer Games (Indie) (2014-2018)**

**Result:** Second Class (First Division)

3<sup>rd</sup> year units included:

- Artificial Intelligence for Games
- Mobile Applications
- The Business of Games
- Video Game Design
- Dissertation – Indie Game Project

Placement year included:

- Work Placement

2<sup>nd</sup> year units included:

- Casual Games Development
- Engineering Software Systems
- Game Business and Production Management
- Gameplay and Game Design
- Mobile Game Fundamentals
- Personal Development and Project Preparation

1<sup>st</sup> year units included:

- Computer Graphics for Games
- Games Physics
- Group Projects
- Introduction to Computer Games
- Introduction to Databases
- Maths for Games
- Programming Fundamentals
- Scripting for Game Engines

### **Woking College (2012-2014)**

A Level

Graphic Products (C) / Media (E)

Btec

IT (Dist\* Dist\*) / Media-Btec (Dist\*)

### **Woking High School – GCSEs (2010-2012)**

IT (C), Maths (C), English Language (C), English Literature (C), Media (C), Graphic Design (B), Science (C), Additional Science (C), Drama (D)

## Hobbies and Interests

I am learning Japanese due to an interest that started from games and anime and have been taking online classes. I recently visited Japan, allowing me to apply the language skills I have developed. I plan to take the Japanese Language Proficiency Test (JLPT) N5.

In my free time, I stream video games and Dungeons and Dragons (DND) with my friends from university, raid in a group on World of Warcraft, and play the Pokémon Trading Card Game at a club. I play a variety of video games including; RPGs like Pokémon and Shin Megami Tensei, souls-like games like Nioh, Elden Ring, and others like Dead by Daylight, and Counter-Strike Global Offensive. I also play mobile games like Granblue Fantasy and Genshin Impact.

I enjoy watching YouTube content in general but some game-related channels I watch include Skill Up, Joseph Anderson, Summoning Salt (Speed Run History), and a variety of game discussion channels.

## Other Experience

### **Placement Year Scufflelots – Director, Programmer, Designer (2016-2017)**

My responsibilities included:

- **Tec Tops:** Creating a spinning top action party game. Used Unity with C# as the programming language. We used GitLab and SourceTree as our source control.
  - Programmed the abilities of the spinning tops.
  - Destructive testing of the abilities for issues in my code.
  - Minor and temporary art assets.
  - Attending company meetings.
- **Game for a Client:** We created a quiz driving game skeleton build for a client. We used GameMaker and GML for the project and we used GitLab and SourceTree for source control.
  - Created the track for the game.
  - Made some art assets.

### **Cleaner**

My responsibilities included:

- **MBC (2019):** Cleaning contracted sites.
  - Window Cleaning, Cobwebbing, Sweeping, Mopping, Brass Polishing, Bathroom Cleaning.
  - Work start was at 5:30 AM but I was reliable at not being late.

### **Cafeteria Assistant**

My responsibilities included:

- **Autograph (2014-2018):** Working in a team of three in a cafeteria to provide breakfast and lunch to the Dairy Crest Employees.
  - Manage the cash register.
  - Clean dishes and the kitchen.
- **OCS (2018-2019):** Working in a team of three in a cafeteria to provide breakfast and lunch to the Müller Milk Employees. Same site and responsibilities, new contract, and site owners.